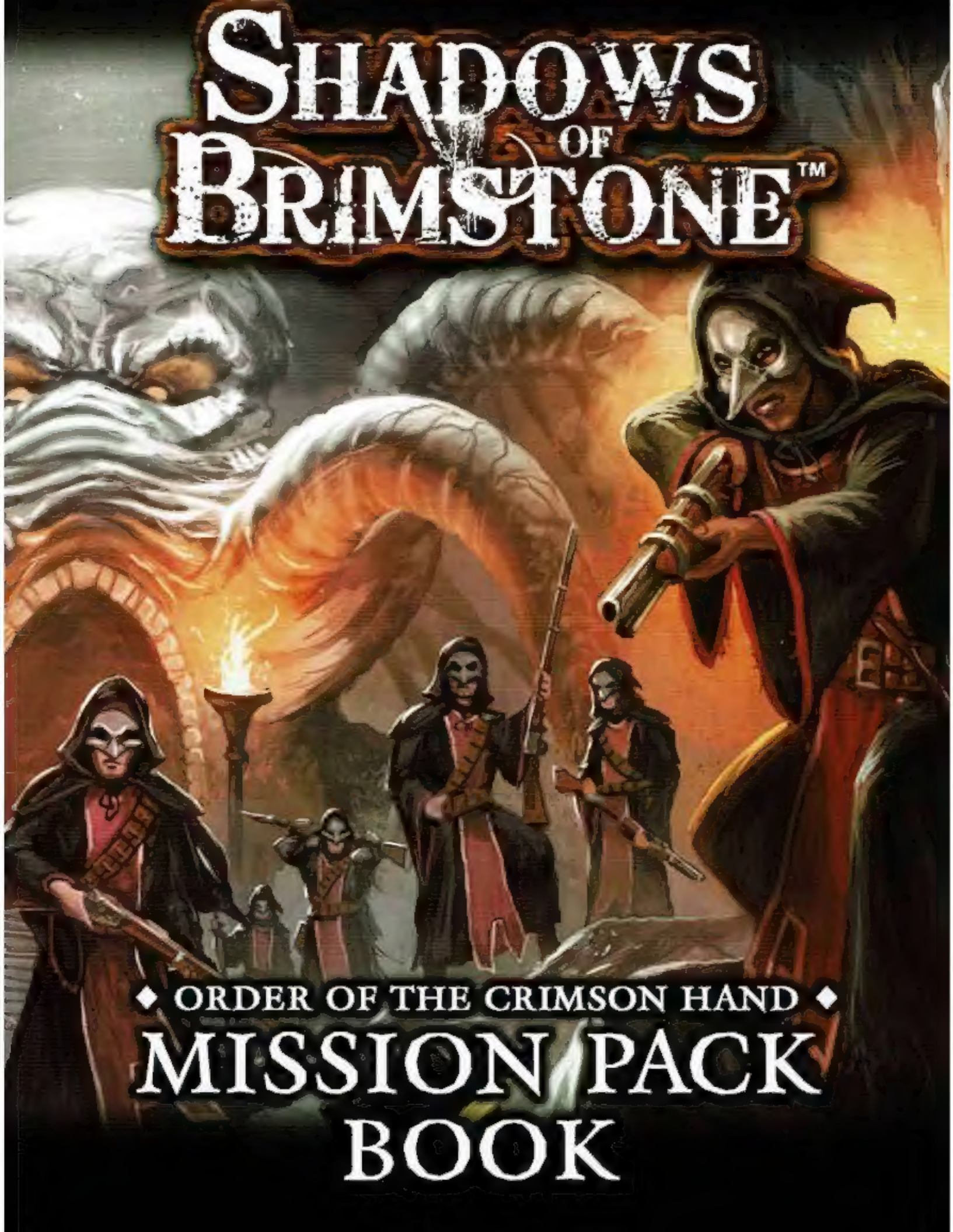
# Shadows of Brimstone™



## ◆ Order of the Crimson Hand ◆

# Mission Pack Book

# Shadows of Brimstone

## The Crimson Hand Mission Pack

*By Jason C. Hill*

*For over two thousand years, the Order of the Crimson Hand has operated in secret, growing within the dark shadows of civilization. They are a clandestine society, committed to seeking out ancient and mystical artifacts, and gathering occult texts to further their nefarious agendas. Performing black rituals in the night, the Crimson Hand are known for dabbling in dark magik and forbidden knowledge. Spreading their tendrils of deceit and corruption, the Order has infiltrated all levels of society, using their sinister influence to start wars, topple monarchies, and swell their ranks with everyone from mindless thugs to world leaders and aristocrats. They will stop at nothing to achieve their mad desire for wealth, power, and eternal life. "Shi-Hai!"*

## Game Contents

- 1 Full-Color 12 page Adventure Book
- 12 Plastic Crimson Hand Enemies (30mm Bases)
- 1 Unique Objective Room Map Tile
- 1 *Summoning Doors* Extended End Cap
- 1 Double-Sided Enemy Record Sheet
- 1 Enemy Theme Adventure Card
- 2 Reference Cards
- 5 Darkness Cards
- 5 Mine Artifact Cards
- 5 Gear Cards
- 12 Crimson Hand Mine Encounter Cards
- 9 Threat/Epic Threat Cards
- 5 Card Crimson Hand Trait Deck
- 1 Mine Map Card
- An assortment of Die-cut Counters

## Overview

This Mission Pack Expansion introduces a new Enemy Type - *Order of the Crimson Hand!* Several new Missions are included, focusing on these sinister cultists, as well as a host of new cards and counters themed for battling the occult Order and racing against them to recover ancient artifacts!

### New Objective Room Map Tile

This Mission Pack Expansion includes a new Unique Room for the Mines, that is themed as a *Crimson Hand Ritual Chamber* Objective Room. There is a new Mine Map card for this Map Tile that can be mixed into your Mine Map Deck. On the reverse side, there is an alternate version of the Ritual Chamber intended for use in any OtherWorld as part of some Mission Objectives.

### New Cards

This set includes new cards for several existing decks (Gear, Mine Artifacts, Darkness, etc.), as well as a new deck of Enemy Traits for the *Crimson Hand*, and an Adventure Card for playing Crimson Hand Themed Adventures.

### New Missions

There are 4 new Missions in this Mission Pack Expansion, each themed around different aspects of the new Enemies.

### New Enemies

As the focus of this Mission Pack, this set includes 12 *Crimson Hand* - Ruthless cultists that seek out powerful artifacts and perform dark rituals to summon demons and creatures to do their bidding! These Enemies are mounted on 30mm bases.

### Potion Side Bag Tokens

A new type of Side Bag Token is included, that can be found during your Adventures.

**Potion** - Discard to add +2 to one of your Skills (Agility, Lore, etc) until the end of the turn.

### Poison Markers

These markers represent the ongoing effect of being Poisoned. This is a deadly and long lasting effect that can wear a Hero down over time.

### Various Counters

These markers are used for some special rules and Missions.

## Summoning Doors Extended End Cap

This special, extended End Cap Map Tile is used for some Missions and depicts a large set of wooden doors that are barred, but are being pushed open by a mass of tentacles! As an End Cap, this piece does NOT count as a full Map Tile, but is instead considered to be part of the Map Tile it is connected to.

## Story Character Markers

These markers can be used for certain Missions when a Story Character is traveling with the Heroes or is being searched for.

## Inquisitor

A powerful leader of the Crimson Hand, the Inquisitor is a fearsome and cunning foe. This marker can be used to mark one of the *Crimson Hand* Enemies as an **Inquisitor**, or can be used as an additional Enemy in its own right, in place of a model.

# ENEMY THEMED ADVENTURES

One of the main features of this Mission Pack Expansion is to allow your Heroes to have Adventures themed around this new Enemy Type.

## Adventure Card

An Enemy Theme Adventure Card is included in this set, detailing the rules for making any Mission into a *Crimson Hand* Themed Adventure. This card has a **Crimson Hand Theme Icon** on it. As noted on the card, you may use this Adventure Card with any existing Mission, but there is a limit of 1 Enemy Theme Adventure Card in use at a time (if you have other Mission Pack Expansions, etc).

Some Missions always use this Adventure Card (as listed in the Special Rules for the Mission).

## Enemy Themed Encounters

This Mission Pack also includes a set of Mine Encounter cards that have the **Crimson Hand Theme Icon** on them. This is a special set of 12 themed Encounters that can be mixed into your normal Mine Encounter Deck, or are pulled out to form a special *Crimson Hand* Encounter Deck when playing a **Crimson Hand Enemy Theme Adventure** (using the Adventure Card).

As listed on the Adventure Card, whenever you draw one or more Encounters (even in an OtherWorld), roll a D6. On the roll of 1, 2, or 3, also draw 1 Crimson Hand Encounter.

## Common Enemies

Another aspect of the Enemy Theme Adventure Card is having the Heroes face off against the themed Enemy Type more frequently.

As noted on the Adventure Card, any time you would draw a Threat Card (even in an OtherWorld), roll a D6. On the roll of 1, 2, or 3, the Heroes must face a group of the Themed Enemies instead (as listed on the Adventure Card).

Note that if this Adventure Card is added to a Mission that already has *Common Enemies* as a Special Rule, always roll for the Enemy Theme first. After rolling, if you would still draw a normal Threat Card, then roll for the Mission specific Common Enemies.

## Trait Cards

Trait cards are used to give a particular Enemy Type more diversity, and often a bit more danger, each time you encounter them. These are used as part of the Enemy Theme Adventure Card, but may also be used in normal play with this new Enemy Type, if you want more variety.

This Mission Pack contains a set of Trait cards for *Order of the Crimson Hand* Enemies. As noted on the Adventure Card, any time you would encounter one of these Enemy Groups, roll a D6. On the roll of 1, 2, or 3, draw one Random Trait card from that Enemy Type's set and apply it to them.

Each Trait card lists the bonuses granted to the Enemy Group, as well as any bonus XP the Heroes get for defeating/damaging that Enemy (this works just like bonus XP for Elite Enemies).

An Enemy Group may only have 1 Trait Card in play on them at a time.

# USING THIS MISSION PACK

The new Enemies and Missions in this expansion are heavily themed for the *Order of the Crimson Hand*, and can be great for adding some fun new narrative and a little extra challenge to your games.

## Advanced Difficulty

The new Enemies and Missions are also intended to be a bit more advanced, and with a slightly higher difficulty, than the *Shadows of Brimstone* Core Sets. For this reason, any starting Hero (one that has never gone on an Adventure) that takes part in a Mission from this Mission Pack, or a Mission using the Enemy Theme Adventure Card, is allowed to choose up to 3 starting **Side Bag Tokens** (generally from *Bandages*, *Whiskey*, or *Dynamite*) instead of only 1. However, they may not take more than 2 of any particular type.

## Linked Missions

The Missions included in this Mission Pack may be added individually to your Heroes continuing Adventures, or may be played through in order, as a themed narrative of linked Adventures.

# THE CRIMSON HAND

Cultists from the Order of the Crimson Hand are known for being fanatical zealots who will stop at nothing to gather forbidden knowledge, while hunting down ancient and powerful artifacts to further their sinister goals.

## Sacred Artifacts and a Fanatical Zeal

The *Order of the Crimson Hand* Enemies have several abilities that make them difficult to defeat. As Fanatics, their *Endurance* limits the number of Wounds they can take from each Hit, while their *Zealot* ability increases their Damage for each Wound marker they currently have on them. In addition, when encountered, the Crimson Hand will usually be carrying a *Sacred Artifact* of great power, giving them bonus Health based on the value of that Item, as they fight with extra fury.

## Inquisitor

*Inquisitors* are ruthless leaders of the Crimson Hand that have risen through the ranks of acolytes and assassins to gain a position of power. They have access to far greater resources and deeper, darker depths of occult understanding and relics.

An *Inquisitor* is usually found as part of an Epic Threat card, or for certain Missions. A marker is provided that can be placed next to one of the normal *Crimson Hand* Enemies to show that he is the *Inquisitor*. For increased difficulty, you may use the *Inquisitor* marker on its own, as an extra 'model', in addition to the Enemy Group, rather than replacing one of its normal members.

Enemy leaders that are part of an Enemy Group like this, are always placed first when placing the Enemy Group.

The *Inquisitor* is a normal *Crimson Hand* Enemy, with the following extras:

- Gains Double the bonus **Health** from the *Sacred Artifact* ability, as well as **+1 Combat** for every $100 value of that *Artifact*.
- **Tough** (Immune to Critical Hits)
- XP changes to XP = 10+5 each

## Assault

Some Enemies have a light Ranged Attack in addition to being strong melee fighters. This allows them to fire on their opponents as they close in for the kill! To represent this, these Enemies have the **Standard Ability** Assault. The rules for **Assault** are summarized on the Assault Reference card, but are also covered here.

### Placement, Targeting, and Movement

Enemies with the Assault ability are placed, target, and move just like normal melee Enemies.

### Ranged Attack

At the end of its movement (even if the Enemy did not move at all this turn), it makes a free Ranged Attack at its current target, using the Ranged Attack described in its Abilities list.

If the Enemy does not have a target currently (it could not reach a Hero during its move), it will move as normal and then make its free Ranged Attack at a Random Hero within Line of Sight and Range (prioritize Heroes that are not already targeted or being fired on by other Enemies of the same specific type first).

All of the Enemies in the group should target and move before any of them make their free Ranged Attacks.

## Poison

Sometimes the Crimson Hand will employ Poisons as part of their attacks. Poison is a deadly and long lasting effect that can wear a Hero down over time. A Hero may gain 1 or more Poison markers from Encounters or Enemy attacks.

Every turn in which a Hero has one or more Poison markers on them at the start of their Activation, they must roll a D6 for each Poison marker they currently have. On the roll of 1 or 2, the Hero takes 1 Wound, ignoring Defense. On the roll of 3, 4, or 5, there is no effect for that marker this turn. On the roll of 6, the Poison has worn off and the marker is discarded. If a Hero is KO'd (or at the end of the Adventure), all Poison markers on them are automatically removed.

## Corruption Resistance

**Corruption Resistance** is new terminology used for how many Corruption Points a Hero may carry before automatically trading them in for a roll on the Mutation chart. By default, all Heroes start with a **Corruption Resistance** of 5 (as previously described in the *Shadows of Brimstone* Core Sets). **Corruption Resistance** is just a new term for this existing mechanic, making it easier to reference when something modifies it.

A Hero's **Corruption Resistance** may never fall below 1.

# OBJECTIVE MAP TILE

The Objective Room Map Tile included in this set is themed for these Mission Pack Enemies. It includes a Map Card for the Mines that may be added into the Mine Map Deck so that this Room may be found in any Mission.

## Generalized OtherWorld Map Tile

The back side of the Objective Room Map Tile is an Enemy-themed Room, but is intended to look non-World Specific so that it can be used for any OtherWorld. This generalized OtherWorld side of the Map Tile does not have any Map Cards to represent it. It is only used for Missions that specifically call for the use of the Objective Room, and then only if the Objective Room is found while in an OtherWorld.

When placing this Objective Room Map Tile in an OtherWorld, roll a Random one of its Exits to be used as the Entry Door.

## Interior Map Tile

The generalized OtherWorld side of the Objective Room Map Tile is considered to be an **Interior** Room, for abilities or effects where that makes a difference.

# NEW MISSIONS

The *Crimson Hand* Mission Pack Expansion has 4 new Missions to challenge your Heroes. These can be played in order as a narrative, or simply mixed in to your new or current campaign.

| D8 Roll | Crimson Hand Missions |
|---|---|
| 1-2 | Black Ritual |
| 3-4 | Captured |
| 5-6 | Race for the Relics |
| 7-8 | Feeding the Beast |

Crimson Hand Mission 1

# BLACK RITUAL

*Strange goings on have been seen up in the hills, around the old mines. Masked and hooded figures, clad in black, skulk around at night, and dark chanting can be heard, carried on the wind in the devil's tongue. Storm clouds gather in the night sky and a quiet dread settles over the valley. There is dark magik at work here, and if left unchecked, unspeakable horrors may be unleashed upon the Earth.*

## Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

You will also need *The Ritual Chamber* Map Tile. Remove *The Ritual Chamber* Map Card from the Map Deck.

## Mission Goal

The Heroes must find the *The Ritual Chamber* to disrupt the occult ceremony before the Crimson Hand complete their Black Ritual!

## Special Rules

### Enemy Theme - Crimson Hand Adventure

This Mission always uses the Enemy Theme Adventure card for a *Crimson Hand Adventure*.

### Breaking Down Barriers

Any time the Heroes find a **Clue** Icon, the Crimson Hand's Black Ritual has broken down another barrier between the Void and our own reality! Immediately draw **D3 Darkness** cards (+1 for each previous **Clue** already found this Adventure).

## Objectives

### Finding The Ritual Chamber

When the Hero Posse Marker reaches the space marked **11** on the Depth Track, the Heroes have found the Door leading to the Objective Room! **If the Map Tile is a Passage, one Random exit from that Passage leads to the Objective Room (place an End Cap on any other exits). If it is a Room Map Tile, resolve the Exploration Token, but Ignore any Door/Gate Icons, as there is only one exit from this Map Tile, leading to the Objective Room (roll for Door position as normal).**

Once any Encounters/Attacks have been resolved here, attach *The Ritual Chamber* Map Tile to the final Door as the Objective Room.

Note that if in an OtherWorld, use the OtherWorld side of *The Ritual Chamber* Map Tile as the Objective Room instead.

### The Ritual Chamber

Attach the *Summoning Doors* extended End Cap onto the only exit from *The Ritual Chamber* Objective Room. The Objective Room does not have an Exploration Token on it. Instead, at the end of the first turn in which one or more Heroes is on the *The Ritual Chamber* Map Tile, resolve all **Growing Dread** cards in the stack and then the Heroes must face the *Common Enemies: Crimson Hand* (as found on the Adventure Card). These *Crimson Hand* always have a *Crimson Hand Trait* card, and gain 1 free Elite ability as they are the Masters of the Ritual.

### Ritual Summoning

At the start of every turn during the final Fight, roll a D6 for each Clue Icon found during this Adventure (minimum of 1)(Grit may not be used on this). For each roll of 1 or 2, place a Sanity marker next to the *Summoning Doors* extended End Cap. At the start of the first turn in which there are 5 or more Sanity markers on the *Summoning Doors*, draw an **Epic Threat**, selected from only those that include an XL or larger Enemy that is **Demon, Beast, Ancient,** or **Void**, and add it to the Fight, placed on the *Summoning Doors* extended End Cap Map Tile (any models that do no fit on this End Cap Map Tile are placed just off the End Cap and move onto the board during their Activation, into either of the 2 spaces with the 'door' artwork on them).

Once all Enemies have been defeated, the Heroes have successfully completed the Mission!

## Reward

Each Hero may draw 2 extra Loot cards.

## Failure

If the Mission is failed, the ritual is complete and the creature has been summoned, rampaging across the countryside! The next time the Heroes visit Town, D3+1 buildings have been Destroyed.

Crimson Hand Mission 3

# CAPTURED

*Captured by the Crimson Hand, you awake to find yourselves bound and gagged, watched over by cult guards. At the far end of the room, large wooden doors begin to shake and burst as some terrible creatures threaten to break through!*

## Set Up

At the start of the game, discard cards from the top of the Mine Map Deck until you find a card for a Room Map Tile (not a Passage). This is the starting Map Tile. Place the ***Summoning Doors*** extended End Cap on the Entrance Door to that Tile and select 1 Random Exit to be an open Door, then place an End Cap on each other Exit of the Room.

Place 2 *Crimson Hand* Enemy models on the 2 puzzle-cut spaces of the open Door, facing out of the Room. These are the *Guards*.

The Heroes start in any empty spaces of this Map Tile, and are *Tied Up* (see below). They have also had their equipment taken away by their captors! Each Hero must set aside ALL of their Items and Tokens (except for Personal Items and any Parasites, etc that cannot be removed). The Heroes do not have access to these Items and Tokens in any way until they find the ***Armory*** (see below), and recover them. Note that non-Item or Token elements such as a *Preacher's* Sermons or a *Gunslinger's* Six-Shooter Template, are not taken away (though a Gunslinger would still need to find a gun to use his special Shots). One Hero still starts with the *Old Lantern*, as normal.

For this Mission, the Hero Posse marker starts on the 6 space of the Depth Track, and moves up the track (like the Darkness) for each new Map Tile placed, instead of down.

## Mission Goal

The Heroes must find their weapons and equipment in the ***Armory***, and then escape the Mine before being consumed by the Darkness!

## Special Rules

### Tied Up (Set Up)

As they have been captured by the Crimson Hand, the Heroes begin the game ***Tied Up***. While *Tied Up*, a Hero loses their Activation (may not do anything) and will not be selected as a target by any ***Crimson Hand*** Enemies (other Enemies may still target them as normal).

At the start of every turn, each Hero that is *Tied Up* may attempt to break free by making a **Cunning 6+** or **Strength 6+** test. If successful, the Hero is no longer considered to be *Tied Up*, and may Activate as normal from this turn on.

The ***Hold Back the Darkness*** roll must still be made every turn, even if all Heroes are currently *Tied Up*.

A Hero that is no longer *Tied Up* may give up an Attack to make this same test to attempt to break free another Hero that is adjacent.

### Guards (Set Up)

The 2 *Crimson Hand* Enemies that start on the board are ***Guards*** watching over the prisoners. They do NOT use the ***Sacred Artifact*** ability. As noted above, these *Crimson Hand Guards* will not move or Attack until at least 1 Hero has broken free and is no longer *Tied Up* (becoming a valid target).

### Special Threat Deck - Summoned Creatures (Set Up)

At the start of this Adventure, create an additional Special Threat Deck for **Summoned Creatures**. This deck should only contain **LOW** Threat cards that include **Void** and/or **Demon** Enemies (if 5 or 6 Heroes in the Posse, use MED Threats).

### Enemy Theme - Crimson Hand Adventure

This Mission always uses the Enemy Theme Adventure card for a ***Crimson Hand Adventure***.

### Fixed Hold Back the Darkness (8+)

For this Adventure, the ***Hold Back the Darkness*** roll always needs 8+ to be successful, regardless of what Stage of the Depth Track the Hero Posse marker is in.

## No Gates

For this Adventure, all Gates count as normal Doors.

## May Not Flee

Once the Adventure begins, the Heroes may not Flee; they are trapped, and must see the Mission through to the end.

## Immediate Dread

For this Mission, *Growing Dread* cards are revealed immediately when drawn rather than being placed on the stack.

## Summoned Enemies

Whenever the Darkness marker on the Depth Track reaches a **Blood Spatter** or **Growing Dread** space, in addition to the normal effect, **Ambush Attack!** - Draw a card from the **Summoned Creatures** special Threat Deck to Ambush (if there are only 1 or 2 Heroes in the Posse, only Attacked on the D6 roll of 1, 2, or 3). Do NOT roll for the Adventure Card's *Common Enemies* for these Ambush Attacks.

# Objectives

## Finding the Armory

The first Clue Icon the Heroes find is the *Armory*, where their gear is being stored! After completing any Encounters/Attacks on the Exploration Token, the Heroes may immediately recover all of their Items and Tokens set aside at the start of the Mission. However, the Heroes must roll a D6 for every **Artifact** before they get to recover it (no Grit). On the roll of 1, the Crimson Hand has stolen that Artifact for their own nefarious needs (discard it).

## Finding Clues

Each time the Heroes find a Clue Icon beyond the *Armory*, they have discovered a shortcut. Roll the D6 and immediately move the Hero Posse marker that many spaces up on the Depth Track.

When the Hero Posse marker reaches the *Mine Entrance* space of the Depth Track, and there are no Enemies on the board, the Heroes have successfully completed the Mission.

If the Darkness marker ever reaches the same space or above the Hero Posse marker on the Depth Track, the Mission is immediately failed (as the Heroes are overrun by creatures).

# Reward

Each Hero gains $200 and may draw 2 Loot cards.

# Failure

Each Hero must roll once on the Mutation Chart.

If the Mission is failed before the Heroes find the *Armory* and recover their equipment, they still get their Items and Tokens back at the end of the Adventure, but they must roll a D6 (no Grit) for each Item and Token. On the roll of 1 or 2, it is lost in the struggle to escape (discarded).

Crimson Hand Mission 3

# RACE FOR THE RELICS

*Performing dark and occult rituals in the old, abandoned mines, up in the hills nearby; the Order of the Crimson Hand has opened up gateways across space and time in order to seek out ancient and powerful relics from distant alien worlds and eldritch dimensions beyond the Void! If they get their hands on these alien artifacts, there is no telling what evil they could summon to aid them in their endless quest for arcane knowledge and power!*

## Set Up

This Mission starts with the *Mine Entrance* Map Tile leading directly to a *Cross Passage* Map Tile. Place a *Gate* End Cap on all 3 of the Exits from the *Cross Passage*. All Heroes start on the *Mine Entrance* Map Tile as normal.

Remove a *Cross Passage* Map Card from the **Mine Map Deck**.

Place 3 *Crimson Hand* markers on the Depth Track, one each on the spaces marked 11, 6, and the *Darkness Start* space. Also, place one of the *Ancient Relic* markers above each Stage of the Depth Track.

## Mission Goal

The Heroes are racing against the Crimson Hand to locate and recover 3 different Relics from across space and time! They must venture through the stable gateways that the Crimson Hand have conjured to find each Relic in a different World, before the Crimson Hand get there first!

## Special Rules

### Enemy Theme - Crimson Hand Adventure

This Mission always uses the Enemy Theme Adventure card for a *Crimson Hand Adventure*.

### Fixed Hold Back the Darkness Roll (8+)

For this Mission, the *Hold Back the Darkness* roll always requires an 8+ to be successful.

### Immediate Dread

For this Mission, *Growing Dread* cards are revealed immediately when drawn rather than being placed on the stack.

### No Additional Gates

For this Mission, all Gates (other than the ones that start on the board) count as normal Doors.

### Race Across Three Worlds

The Hero Posse marker is not used on the Depth Track for this Adventure.

Each of the 3 *Crimson Hand* markers on the Depth Track represents a group of Crimson Hand cultists that are hunting for a Relic in one of the Worlds, and each Stage of the Depth Track represents one of those Worlds. The first Stage (with the *Mine Entrance* space) represents the World through the Left facing Gate, the middle Stage represents the World through the center Gate, and the last Stage (with the *Darkness Start* space) represents the World through the Right facing Gate.

Whenever the *Hold Back the Darkness* roll is failed during this Adventure (not including Depth Events), select one Random *Crimson Hand* marker currently on the Depth Track to move forward 1 space, as the cultists get ever closer to one of the Relics. If a *Crimson Hand* marker ever reaches the last space within its Stage, they have collected the **Relic** and escaped with it - remove that *Crimson Hand* marker from the Depth Track and place it on the *Ancient Relic* above that Stage.

Blood Spatter and Growing Dread spaces on the Depth Track are triggered as normal, when a *Crimson Hand* marker moves forward onto them.

### Arcane Knowledge of the Order

Any time something would move the Darkness marker a space forward on the Depth Track, instead select one Random *Crimson Hand* marker currently on the Depth Track to move forward 1 space.

### Gaining on the Crimson Hand

Whenever a **Clue Icon** is found, the Heroes may choose one of the *Crimson Hand* markers on the Depth Track and move it back 1 space (may not move below the first space of that Stage). This backward movement does NOT trigger Blood Spatter and Growing Dread spaces.

## Objectives

### Heroes Finding a Relic

To find the **Relic** in one of the Worlds, the Heroes must find and resolve 3 Exploration Tokens through that Gate, and defeat all Enemies currently in that World. When this occurs, remove the Crimson Hand marker from the corresponding World/Stage on the Depth Track and collect the *Ancient Relic* marker from above that Stage.

Only 1 **Relic** may be found in each of the Worlds (represented by the *Ancient Relic* marker above that Stage).

### Crimson Hand Collecting a Relic

If the Crimson Hand collect a **Relic** (reaching the last space in that Stage of the Depth Track and having their marker placed onto the *Ancient Relic* above that Stage), that **Relic** may no longer be recovered by the Heroes; it is lost to the Crimson Hand!

When the Crimson Hand collect a **Relic**, immediately draw **D3 Growing Dread** cards.

### All 3 Relics Collected

Once all 3 Relics have been collected (by any mix of the Heroes/Crimson Hand), the Mission is complete.

If the Heroes collected more Relics than the Crimson Hand, they are successful! If the Crimson Hand collected more Relics than the Heroes, the Mission is Failed.

## Reward

Each Hero gains **25 XP** and **D6x$100**. If the Heroes collected all 3 Relics, each Hero may also draw a **Mine Artifact**.

## Failure

If failed, each Hero takes **D6 Corruption Hits**. If the Crimson Hand collected all 3 Relics, each Hero must also discard their highest Value Artifact card (if tied, choose). If all Heroes are KO'd or flee, assume the Crimson Hand collected any remaining Relics.

Crimson Hand Mission 4

# FEEDING THE BEAST

*Raiding local towns and inns during the night, the Crimson Hand have been collecting unwary travelers and Townsfolk to use as sacrificial offerings to an ancient evil... a creature of terrible Darkness that they wish to bind to their will! Whispers and rumors have been heard that this is no ordinary sect of the Order, but one that is led by an Inquisitor of the Crimson Hand. Feared for their ruthless methods and vile cunning, the enigmatic Inquisitors are known to be higher officials in the Order.*

*If these townspeople are allowed to be devoured by the beast, who knows what greater evil will be unleashed next by this Inquisitor and his Order of the Crimson Hand!*

## Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

Place 3 **Story Character Tokens** on the Depth Track, one just below each Stage of the track. These are Townsfolk that have been taken by the Crimson Hand and tied up as offerings to a great and terrible creature.

At the start of the Mission, the Heroes may choose any 2 of the Exploration Tokens to remove from the stack before the Adventure begins.

## Mission Goal

The Heroes are racing against time to defeat the Crimson Hand and save the kidnapped Townspeople before they are devoured by the creature!

## Special Rules

### Enemy Theme - Crimson Hand Adventure

This Mission always uses the Enemy Theme Adventure card for a *Crimson Hand Adventure*.

### Fast Darkness

Whenever the Darkness moves forward on the Depth Track because the *Hold Back the Darkness* roll was failed, it moves one extra space.

### Sacrificial Offerings

Whenever the Darkness marker moves forward on the Depth Track and crosses into a new Stage, any **Story Character Token** on the Stage of the track that the Darkness just moved out of, is Devoured by the creature! Remove that **Story Character Token** and immediately add **D3 Growing Dread** cards to the stack.

### Rescuing Townspeople

Whenever the Heroes find a **Clue Icon**, they have discovered a sacrificial altar that holds one of the tied up Townspeople. After resolving any *Encounters/Attacks* there, select a Random **Story Character Token** from the Depth Track to rescue (if any remain). Remove that Token and each Hero may Recover a **Grit**.

## Objectives

### The Third Clue

When the Heroes find the third **Clue Icon**, they have reached the inner sanctum of the Crimson Hand hideout! Ignore any *Attacks* or *Encounters* listed on the final Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat**, selected from only those that include a *Crimson Hand Inquisitor*.

In addition, if 1 **Story Character Token** has been Devoured by the creature, add an extra **Threat** card to the Fight. If 2 **Story Character Tokens** have been Devoured, add an extra **Epic Threat** card to the Fight, selected only from those that include an XL or larger **Demon**, **Beast**, or **Ancient** Enemy.

Once the *Inquisitor* and all other Enemies have been defeated, the Heroes have successfully completed the Mission!

## Reward

For each **Story Character Token** rescued (including any still on the Depth Track at the end of the final Fight), every hero gains **$200** and may draw a **Loot** card.

## Failure

If the Mission is failed, the creature bursts from the Mines and rampages through the valley! Each Hero must roll once on the **Injury Table**, in addition to any roll for being KO'd. Also, D3 Buildings are Destroyed in the next Town the Heroes visit.

# FAQ AND CLARIFICATIONS

Q) The *Crimson Hand's* ***Sacred Artifact*** ability says to draw an Artifact for them. Is this always a Mine Artifact, or is it an Artifact from whatever World they are found in?

A) It should be an Artifact from the World that the Enemy Group is placed in.

Q) With the *Crimson Hand's* ***Sacred Artifact*** ability, what if the Artifact has a value less than $100? What if it has no value? What if it has a variable value?

A) If the Artifact's value is less than $100, or no value at all, the *Crimson Hand* are carrying it with them, but it does not give them any extra bonus Health. If the Artifact has a variable value, determine the value when the card is drawn for the *Sacred Artifact* ability. If a Hero gets to take this Artifact after defeating the Crimson Hand, the value should be determined again, later, for that Hero.

Q) Sometimes the new Enemies in this set are referred to as '*Crimson Hand*', but on their Enemy Record Sheet they are called '*Order of the Crimson Hand*'. Are these the same thing?

A) Yes. Calling them *Crimson Hand* is simply short hand for their full name, *Order of the Crimson Hand*.

Q) In the *Heavy Iron Gate* Mine Encounter, do the Heroes make the Luck test at the bottom, even if they failed to 'open the gate' with the Strength test above?

A) No. The Luck test is only performed if the gate was opened by succeeding as a group at the Strength test.

Q) In the *Runaway* Mine Encounter, when discarding the card in Town, is the +2 Sanity permanent?

A) Yes. The *Runaway* card is discarded to gain the permanent +2 Sanity bonus for each Hero. Note that, while you have the card with you during the Adventure, it is discarded with no bonus if she betrays you at the start of a Fight (as detailed on the card).

Q) In the ***Race for the Relics*** Mission, it says that the Heroes may only collect 1 Relic from each World. What if I don't have 3 different OtherWorlds yet to play in?

A) In this case, multiple of the Gates may lead to the same World, the Heroes may just not find more than 1 Relic on the other side of a single Gate.

Q) With the ***Ritual Mutation*** Crimson Hand Trait, if they have a *Chest portal* and roll an Artifact or Ambush Attack, how does that work?

A) An Ambush Attack adds new Enemies to the Fight. An Artifact immediately adds to the *Crimson Hand* as an extra Artifact for their *Sacred Artifact* ability.

# CREDITS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# ENEMY OVERVIEW

## The Order of the Crimson Hand

The legion of cultists and followers that make up the Order of the Crimson Hand wear long, black robes with a distinct crimson and gold colored tabbard, and white, long-nosed masks to hide their faces. But by day, these clandestine, secret society members are ordinary folk, going about their daily lives.

When the Crimson Hand is involved, it is impossible to know who to trust and who may be secretly working against you, under the vile Order's influence, or even as full-fledged members of the cult!

# SHADOWS OF BRIMSTONE™

This painting guide shows how to easily paint your Crimson Hand models using only Warpaints from the *Heroes of the Old West* and *Creatures of the Void* Paint Sets. These Shadows of Brimstone paint sets are sold separately and available now at your local game store or online at the Official Flying Frog Web Store.

## PAINTING GUIDE

### CRIMSON HAND

1) Prime the models with matte white spray paint (use any matte -NOT Gloss- white spray paint which can be purchased inexpensively from a hardware store).

2) Base coat cloak, hood, and robes with a dark mix of *Shadow Black* and *Spirit White*.

3) Paint base with *Shadow Black*.

4) Paint tabard with *Crimson Hand Red*.

5) Paint pouches, boots, and rifle with *Leather Brown*.

6) Paint hands and face with *Light Flesh*.

7) Paint tabard trim with *Desert Yellow*.

8) Wash cloak with *Dark Tone Ink* and the rest of the model with *Soft Tone Ink*.

9) Highlight tabard with *Saloon Red* and tabard trim with a mix of *Desert Yellow* and *Cynder Yellow*.

10) Highlight skin with *Light Flesh*.

11) Highlight pouches, boots, and rifle with a mix of *Leather Brown* and *Spirit White*.

12) Highlight mask with *Spirit White*.

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